

Thank you for buying LEGO My World School Skills just one of LEGO Media's great new software titles.

At LEGO Media we are constantly striving to set new standards in software by bringing the core LEGO values into this exciting new media. As with our play materials our software titles focus on content and quality that will stimulate imagination and creativity in new ways.

By paying the greatest attention to consumer product testing we can pride ourselves on making sure our software is 100% kids compatible and deserving of the quality seal Kids Tested. Kids Approved.

We are confident that LEGO My World School Skills will bring you hours of enjoyment. If you experience any difficulties at all with this product please do not hesitate to contact our customer services who will be pleased to help you. LEGO Software is all about fun so if you love LEGO My World School Skills just take a look through the enclosed poster to get a taster of the other thrilling titles in our range.



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System Requirements

Here's what you'll need to use LEGO My World:

Windows

Pentium 200Mhz

Windows 95/98

DirectX 7 included on disc

15MB of free hard disk space

4x speed or higher CD ROM drive

32MB RAM

4 MB DirectDraw Compatible Video Card

capable of 40 x 480 resolution in 1 bit colour mode

DirectSound compatible soundcard

Windows compatible mouse/driver

Macintosh

200Mhz Power PC

Mac OS 8.1

15MB of free hard disk space

Quicktime 4.0

Sound manager 3.0

Getting Started

You run LEGO My World from the program CD in your CD ROM drive. However you must install some files on your computer's hard drive. Installation is slightly different for Windows and Macintosh computers.

Windows

If you have AutoPlay on for your CD ROM drive LEGO My World installation starts automatically.

To install LEGO My World on a Windows computer:

1. Put the LEGO My World CD into your CD ROM drive.

2. If the installation dialogue box doesn't appear follow these steps:

Click Start on your desktop.

Choose Run and type d: setup replacing the letter d with the drive letter for your CD ROM drive.

3. When you see the installation dialogue box click Install to begin installing.

4. Follow the directions on the screen to complete installation.

To start LEGO My World on a Windows computer:

1. Put the LEGO My World CD into your CD ROM drive.

2. If the program doesn't start follow these steps:

Click Start on your desktop.

Choose Programs LEGO Media LEGO My World School Skills.

3. Click the banner with your name on it. If this is the first time you're signing in type your name in the blank banner.

4. Click on your name to enter LEGO My World.

Uninstalling

You might need to uninstall LEGO My World for example so you can install it in a different location.

To uninstall LEGO My World on a Windows computer:

Use the Windows Add/Remove Programs feature or the Uninstall function the Start/ Programs/ LEGO Media/ LEGO My World School Skills menu.



Getting Started

Welcome

Macintosh

You install and start LEGO My World using icons on the Program CD.

To install LEGO My World on a Macintosh computer:

1. Put the LEGO My World CD into your CD ROM drive.
2. Double click the LEGO My World School Skills icon on the CD to see the contents of the CD.
3. Double click the Install LEGO My World School Skills icon on the CD to begin installing.
4. When you see the Installation dialog box click Install to begin installing.
5. Follow the directions on the screen to complete installation.

To start LEGO My World on a Macintosh computer:

1. Put the LEGO My World School Skills CD into your CD ROM drive.
2. Double click the LEGO My World School Skills icon on the CD to see the contents of the CD.
3. Double click the LEGO My World School Skills icon on the CD to start the program.
4. Click the banner with your name on it. If this is the first time you're signing in type your name in the blank banner.
5. Click on your name to enter LEGO My World School Skills.

Uninstalling

You might need to uninstall LEGO My World for example so you can install it in a different location.

To uninstall LEGO My World on a Macintosh computer:

Drag the LEGO My World folder to the Wastebasket.

Welcome to LEGO My World an environment that your child can discover at their own pace. In this land children can explore and play learning a variety of basic skills as they do so. Young children have a very high motivation to learn. They want to explore their world all day everyday. LEGO My World gives them a new world to discover and through that discovery helps them to learn the skills that are the building blocks for school and formal learning. These games will not exactly match what your child is doing in school. Instead they will build up skills that will make your child a successful learner and encourage them to explore and find out for themselves.

This program has also been developed to give your child lots of positive feedback. They are not constantly told that they have got things wrong. Instead they are given help and explanations to let them get the questions right next time. LEGO My World offers your child a positive and enjoyable experience through which to learn.

Overview Of The Program

Your child's adventure begins in an inviting LEGO DUPLO® landscape, filled with friendly animals. Each animal represents a style of learning: visual – learning through the way things look; musical – learning through pitch and rhythm; movement – learning by moving things and laying things out; linguistic – learning through language; or analytical – demonstrating the logical relationships between things.

As well as moving through the program with a particular character, you can also move into particular areas where the landscape will let you explore a particular subject – art, music, numbers or letters. So each different subject area has games led by each of the different animals. Your child can use music to learn about numbers with Sing-Sing the Panda in the numbers area, or use numbers to learn about rhythm in the music area with Digit the Elephant.

Introducing The Software To Your Child

When your young child is using a game on a computer you might be a little worried about them damaging it! There are a few simple rules that help to stop you worrying.

- Never let your child have a drink just next to the computer. Spilling drinks over the keyboard is one of the few ways you can actually damage it!
- It's best if they don't eat biscuits at the machine either. Crumbs in the keyboard and under the mouse can be a problem!

There are some simple guidelines to follow to make your child's use of the computer both fun and a good learning experience.

- The first time you use the software, start by sitting your child on your lap or on the seat next to you; make sure they have their hand on the mouse! The person who has the mouse has the control!
- Talk about what to try out first. "Let's see what this elephant can do." Or "I wonder what game the monkey will let us play." Only help them if they need your help!
- You do not need to hold the mouse button down to move about the scenery in LEGO My World. That may be different from other pieces of software your child has used, and you may need to tell your child that.
- It doesn't matter if they get some of the games wrong. Giving the wrong answer teaches them things, too.
- Follow your child's lead. It is fine if they only want to play a game for a little time and come back to it later. They will be thinking about the game whilst they are doing something else.
- If they find a game too hard and they want to move onto something else, let them do so. They'll come back to that game again when they are ready.
- Remember that learning is about having fun. When they are enjoying their learning they will also learn so much more.

The Five Styles Of Learning

The Five Styles Of Learning

Every child learns differently, but there are some common patterns of learning that many children share. Some children learn by doing things, by physically moving things around, by arranging things about them. Others are great listeners – they learn rhymes and songs quickly and talk all the time to themselves and to others. Some children repeat things over and over again – they repeat what you say and repeat things to themselves, as well as wanting to repeat games and skills until they have mastered them. Another type of learner is one who uses visual information well. They remember exactly where they last saw something; they can see how to do something just by looking.

By now, you may already know exactly what sort of learner your child usually is. LEGO My World has been designed to suit each different sort of learner. Each activity area has a number of different ways of exploring the idea, each introduced by a LEGO DUPLO® character. You may quickly find that your child prefers to explore LEGO My World with one character rather than another. Alternatively, your child may be quite happy exploring LEGO My World with each character in turn. Either way of using the disc is fine.

Choosing A Friend

Your child may find that they like playing with some of the characters more than others. There are five different animals that introduce your child to each area. Each animal explores the subject rather differently.

Perhaps your child is always fiddling with things. They might like to play with Buck the Horse. He is always in motion. He likes to learn by touching and moving things about—nothing's too hard for him to handle!

Perhaps your child is always singing to themselves, making up rhymes and chattering! Sing-Sing the Panda is as musical as her name. Sing-Sing's world is all about the sounds of letters and numbers and, of course, music, too.

Looky the Monkey is always pointing out shapes and colours. He's always hard at play, making pictures of what he's thinking.

G. Howdy Cheers the Giraffe has learnt that if you know the right words, you can make anyone listen to what you have to say.

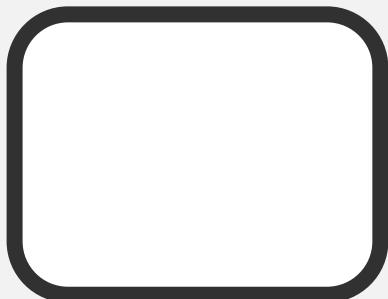
Digit the Elephant is a logical fellow you can really count on.

Click on the paintbrush, musical note, numbers, or letters to change the landscape and explore the world of art, music, numbers, or language.



Playing A Game

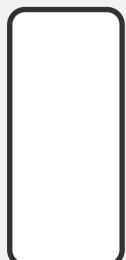
When LEGO My World starts, you see the **Play Area**:



Hold your mouse on the left edge of the screen, and the screen will start to move. Move the mouse back to the middle of the screen when you see the tower:

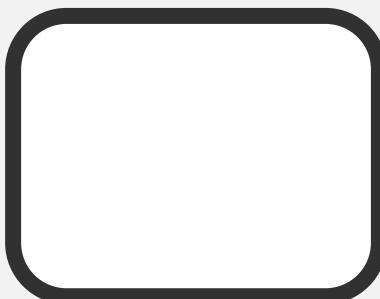
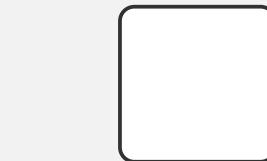
Click any of these icons to change the landscape and learn a different subject. Oh—by the way...you might try clicking some of the other things you see on the screen. You never know what might happen!

Clicking on an animal friend will take you into an activity where your animal friend explains the rules of the game, and the game begins. You can play once, or over and over again—the animal friends never lose patience.



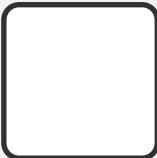
When your child wants to play a different game, click the open door to go back to the landscape, where you can choose which game to play next.

When your child has completed a set of exercises successfully, the animal friend may give your child a LEGO DUPLO® brick as a present. If you click on the brick you can go to the Toy room and play with the toys.



Once your child has successfully played with a number of the games in an area, Clicky and Bricky appear. These friends need help learning, and your child becomes the teacher. LEGO My World knows which areas your child knows best, and will enjoy teaching these LEGO DUPLO friends, too.

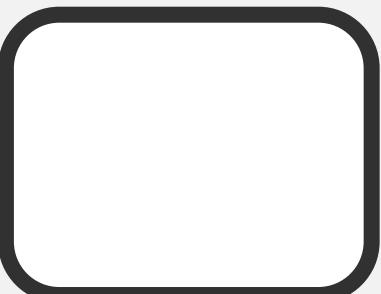
Learning About Numbers



Click the numbers on the tower to explore the world of number and shape.



The landscape changes to a LEGO DUPLO® farm. Go into the barn with a friend (e.g. Buck) to learn about numbers.



The different games explore number, shapes, counting objects and matching the number to a number of objects.

As well as playing these games on the computer, you might like to try some of these activities with your child away from the computer.

Counting cutlery

(Like Digit)

How many people are there in your family? Children can count out the knives and forks that they will need to lay the table. You can also encourage them to count the number of biscuits as you put them in a biscuit tin, the number of apples in the fruit bowl or the number of cakes you'll need for tea.

Up the stairs

(Like Sing-Sing)

As you climb up and down stairs, count how many steps there are. Some children find it quite hard to count each time they put one foot on each step! Marching together and counting as you go might be enjoyed by your child, too!

Finding numbers

(Like Looky)

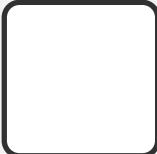
Once children have learnt what numbers look like, you can find them all over the place – on road signs and house numbers, on cars and adverts. Challenge your child to find 3 number 7's or 4 number 5's. It is good practice for them to know that they both have to recognise the number shape, and also to count how many of that number they can find.

Building LEGO DUPLO® towers

(Like Buck)

You can set your child the tower challenge. Can they make 4 towers for a castle, one with 6 red bricks, one with 3 yellow bricks, one with 5 green bricks and one with 7 blue bricks. Start off at first with small numbers and then gradually make bigger towers with bigger numbers of bricks. When your child is confident with that, you make the tower and ask them to count the number of bricks. It will be easier if they can take the towers apart than keep them all together!

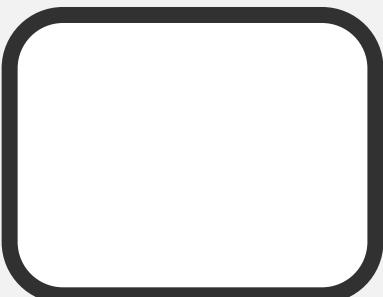
Language



Click the letters on the tower to explore the world of language.



The landscape changes to a LEGO DUPLO® playground. Is that a real monkey swinging on the monkey bars? Click on him to learn about letters through art.



The different games explore letter names and initial letter sounds. It is important to remember that there are two different ways of referring to letters. As an adult, you spell out words by saying the letter name, ABC and so on. When children are first learning to read, they also need to know the sound the letter makes. It is best to do this with the first letter of the word – ‘cuh’ for cat, ‘duh’ for dog and so on.

When you are playing games like I-Spy with your child, start off by using words that fit the sound pattern well – sss for socks is easier for your child to hear than sss for snake or strawberry because the ‘n’ or the ‘tr’ confuse the sss sound. In **LEGO My World**, Sing-Sing and Howdy use letter sounds and Bucky, Digit and Looky use letter names.

As well as playing these games on the computer, you might like to try some of these activities with your child away from the computer.

What letter does this start with...? (Like Sing-Sing)

Take a group of objects – toys from the box, groceries from the bag and so on, and say the name of the object emphasising the first letter. That’s ‘s’ for spaghetti, ‘j’ for jam, ‘t’ for train and so on. If you can think of adjectives starting with the same letter to describe the object that will help to reinforce the learning – ‘slippery, snakelike spaghetti’ or ‘juicy jam’ or ‘tiny train’.

What letter starts your name? (Like G. Howdy)

Make a name card for your child using a capital letter for the first letter and lower case letters for the rest of the name. Help them to find the first letter in signs, street name signs, food packets and so on. As they become more confident recognising the initial letter choose others from their name, or the first letter from the name of other friends or family members.

Magnetic letters on the fridge (Like Looky)

Sort the letters on the fridge to put all the letters that are the same together. You may need to be careful that you put the ‘b’s’ and the ‘d’s’, the ‘p’s’ and ‘q’s’ in four separate parts of the fridge, as these are letters that easily get mixed up! The ‘n’s’ and the ‘u’s’ can be confused too! As you sort the letters, say their name.

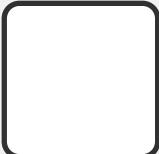
What's my letter? (Like Buck)

A good game to play in the bath is to write a letter on your child’s back. Start with some easy ones like ‘S’ or ‘T’, ‘C’ or ‘O’, ‘M’ and ‘E’, and then start to mix in the other, more difficult letters. Tickling your child’s back whilst you do the writing is almost inevitable!

What's my name? (Like G. Howdy)

You can make name cards for all the family. Your child will quickly learn to recognise the different names, especially their own! Try muddling them up when you’re all together. Can they sort them out? If the names start with different letters, you can play a guessing game. Which name am I thinking about? It starts with the letter ‘tuh’. Make sure you remember to say the way the letter sounds, ‘tuh’, not its name ‘tee’.

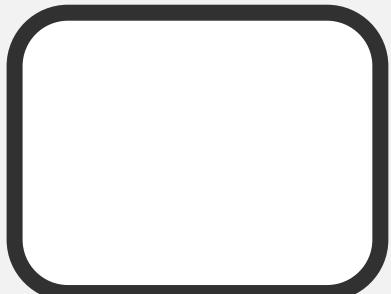
Art



Click the paintbrush on the tower to explore the world of art.



The landscape changes to a LEGO DUPLO® treehouse. Some familiar faces are peeping out from the branches!
Click on G. Howdy to see more



The different games explore colour and shape recognition.

As well as playing these games on the computer, you might like to try some of these activities with your child away from the computer:

Finding shapes

(Like Looky)

Once children have learnt the names of the shapes you can start to find them all around the house. Look out for rectangles (windows and kitchens are usually especially good for these); circles (in the food cupboard that has tinned food in them); squares and triangles can be alternative ways of cutting up sandwiches!

Mixing colours

(Like Buck)

Use watercolours to explore mixing colours. Children so often play with felt-pens now, that they rarely have an opportunity of experiencing for themselves that red and yellow together make orange, or that blue and yellow make green. They'll probably end up making a muddy brown too, but learn a lot on the way!

Bubble painting

(Like Sing-Sing)

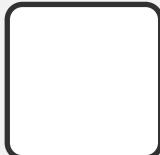
If you make up some fairly runny paint – from the sort you can buy in plastic pots – drop some onto thick paper – sugar paper. Blow the paint blobs with a straw until the thread of paint has run out, and then go back to the main blob and blow again. You can make some really extraordinary spidery creatures that way if you want!

Wiggly lines!

(Like Digit)

With a pencil make a big wiggly line on a piece of paper; make it wiggle on and on crossing over itself many times. Help your child colour the shapes between the lines – you can create interesting effects by using different colours.

Music



Click the musical note on the tower to explore the world of music.



The landscape changes to a LEGO DUPLO® jungle. Don't worry—all the animals here are friendly ones! Click on Digit if you want to get rhythm.



The different games explore rhythm and pitch and also sequencing notes.

As well as playing these games on the computer, you might like to try some of these activities with your child away from the computer:

How does your name go?

(Like Buck)

Clap out the rhythm of your child's name. Sometimes you can do that easily with the first name – Jonathan for example – and sometimes you need to take two names together to give an interesting rhythm – Thomas Patterson. You can clap out the rhythm of dates, too – 30th of January – 2nd of June and so on. This helps your child to listen carefully, and helps their memory, too.

Sing me a song!

(Like G. Howdy)

Of course nursery rhymes are an important part of childhood. They help your child develop a wide vocabulary and to begin to learn the effects of rhyme and tune. But you and your child can make up tunes, too. If you sing 3 different notes, can your child sing them back to you? This helps develop memory as well as listening skills, and you can extend the sequence in time. They can also sing a sequence of notes for you to copy!

After me!

(Like Buck)

If you are brave and don't mind the noise, you can use a drum to tap out rhythms for your child to copy. A quieter option might be to have them tap something with a pencil in answer to the rhythm you give them.

Is this higher or that one?

(Like Sing-Sing)

Some children find it much harder than others to hear the pitch in a tune. Try singing two notes to them – can they say which is the higher of the two? Ask them whether it is the first note or the second note? When they are good at listening to the notes and deciding which is the higher, see if they can sing the notes back to you.

Collecting Bricks

When you do particularly well at a game, an animal friend will give your child a magic LEGO DUPLO® brick. Why are these bricks magic? Because when you click on one, it takes you to the Toy room!

Click on one of these toys and it will take you to a special place where your child can explore all sorts of animations and surprises. They'll enjoy the sound effects too!

When they have finished they can go back to the Play Area by going through the door, and then choosing the area that they want to go back to play in.

Your Child Is The Teacher!

When your child has successfully used a specific game in each of the four areas, Clicky and Bricky appear outside the relevant learning area.

Children love to show others what they have just learnt. When you click on one of these friends they'll take you into an activity area and tell you what they want to do. Clicky and Bricky need help to learn about one of the four areas that your child has just learnt about.

Your child can show them what to do. This helps to reinforce the learning that your child has just achieved, and will make them feel very confident and successful. Every time they master a specific activity in one of the play areas, Clicky and Bricky will invite them to play in an activity area.

Exiting

We know you never want to leave, but...sometimes you just have to. When you're ready to go you can click on the Exit sign on the tower and the picture of Bricky on your left. Alternatively you can press the **Escape** key on your computer keyboard.

Credits

President and CEO of Stormfront
Don Daglow
Game Design
Randy Angle, Kenn Berry, Bill Dwyer,
Ray Monday, Greg Sabatini
Project Director
Hudson Piehl
Line Producer
William A. Dwyer
Assistant Producer
Jeanne Young
Lead Programmer
Randy Angle
Programming Team
Greg Sabatini, Michael Novi, Gary Brubaker,
Jon Guest
Art Director
Raymond Monday
3D Animation
Jay Davis
Art Team
Kenn Berry, Kevin Byall, Doug Watson
Additional Art
Rob Clarke, Jay Fitt, Sally Ho, Michael Spaw
Music and Sound Design
Duff Studios / Paul Gorman, Andrew Boyd,
Robb Mills
Writing
Doug Kor
Voice Direction
Reed Evans

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Chris Nicholls - Head of Development
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Jackie Lingeman - Producer
Sean Alexander – Associate Producer
Testing & QA
Kevin Turner - Global Head of Quality
Assurance
Warren Leigh – Tester Localisation
Localisation
Isabelle Martin – Localisation Manager
Logistics
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Robert Boyle - Logistics Controller
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Sarah Radford - Marketing Manager –
Learning Range
Ron Gibson – Brand Manager, North America
International Sales
Leah Kalboussi - Global Sales Director
Additional Thanks
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teachers worldwide who gave their valuable
input throughout the development of this title.
Additional thanks to those who gave
professional input:
Wes Jenkins – Concept Development
Robert Rasmussen - LEGO Dacta
Jason Povlotsky
Thierry Durandard
Frans Orsted Andersen
Tonya Dewey
Anna Turnbull
Matthias Koch
Paul Melmed, Ph.D.
Anne Sparrowhawk

Epilepsy Warning

Please read before using any video game or allowing your children to use it.

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.

If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing.

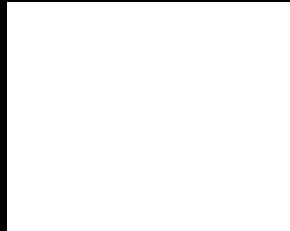
Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms - dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions - discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the television screen; position yourself with the linking cable at full stretch.

Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour while playing video games.

playful learning.



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Manufactured in the E.U.

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